

Ninette Solis

Visual Development Artist | Character Designer

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As an adaptable learner armed with a wacom pen, the power of imagination, and 3+ years of design experience, I can create fantastical worlds filled with various characters, creatures, and environments.

SKILLS

- Creative -

Character Design, Visual Development, Illustration, 3D sculpting

- Software -

Adobe Photoshop, Adobe Illustrator, Adobe, After Effects, ClipStudio Paint, ToonBoom Harmony, ZBrush

- Language -

English (fluent), Spanish (fluent), Basic French

RECOGNITION

Upwork

Top Rated Plus | 2021

AISA Portfolio Show

Best in Show Award | 2019

EDUCATION

The Art Institute of San Antonio
BFA Media Arts & Animation | 2016-2019

EXPERIENCE

Alamo Barber & Beauty Supply

Administrative Assistant | Sep 2022 - present

- Corresponds with wholesalers & distributors via email
- Developed & maintains a filing system
- Assists in packing & shipping online orders
- Generates reports & presentation material for meetings

L'Occitane en Provence

Beauty Advisor | Jun 2022 - Feb 2023

- Advised clients on the proper product for skin concerns
- Managed product stock & campaign materials

Caduceus Gaming LLC

Visual Development Artist | Jun 2021 - Dec 2021

- Created turnarounds, special poses, mouth charts & expression sheets for characters
- Generated props, 2D game assets, and character animations
- Lead art team during the design phase under the direction of the director
- Maintained communication with a remote team in order to meet design deadlines

Upwork (self-employed)

Freelance Character Designer & Illustrator | Oct 2020 - Jun 2021

 Provided design and illustration work for various client projects

Alamo Specialty Pharmacy

Freelance Motion & Graphic Designer | Jun 2020 - Sep 2020

Storyboarded and animated a short educational video for their website

San Antonio Community College

Media Intern | Jun 2020 - Sep 2020

 Created creature concepts and asset designs for an interactive learning game